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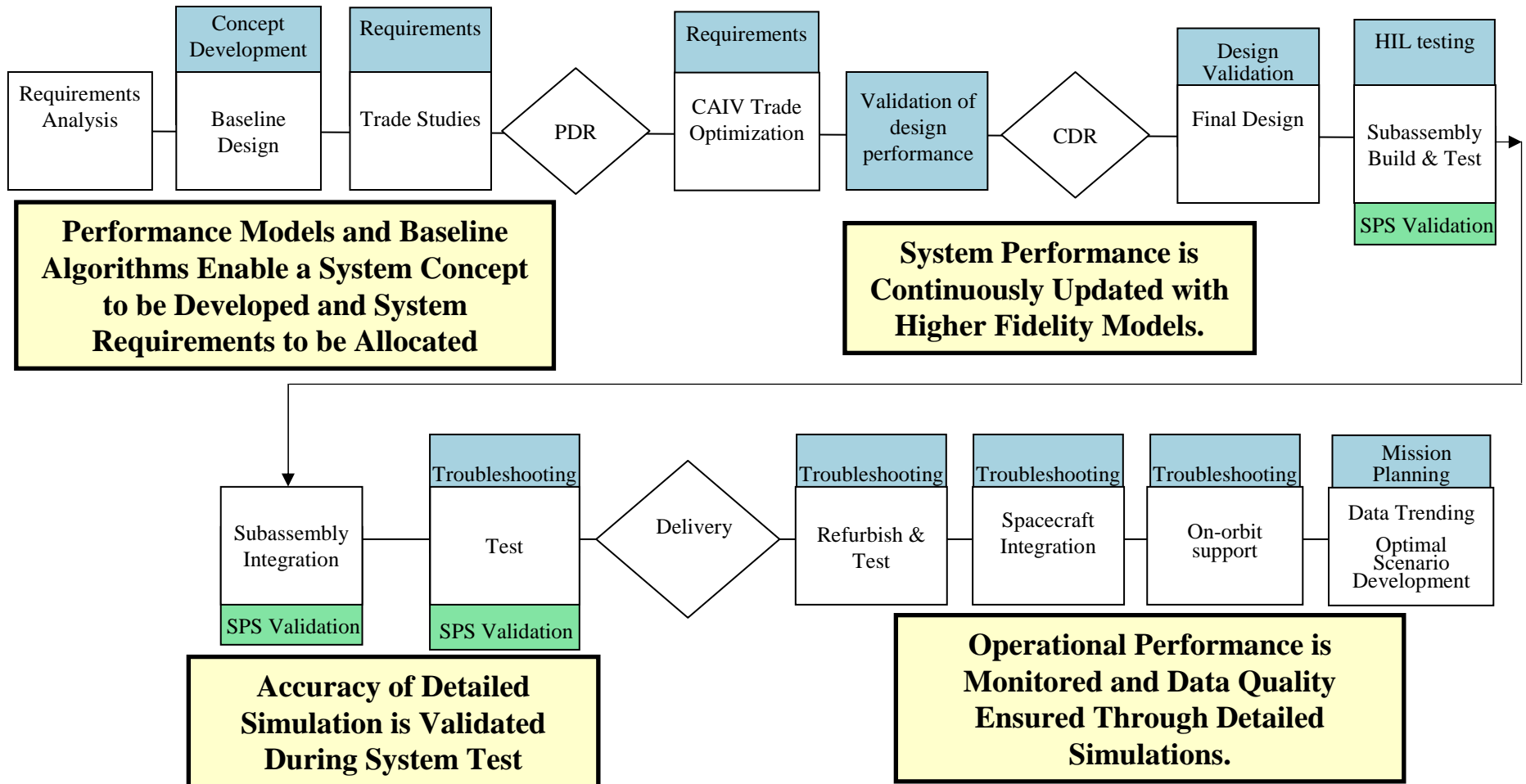
# Virtual Prototyping with SPEED

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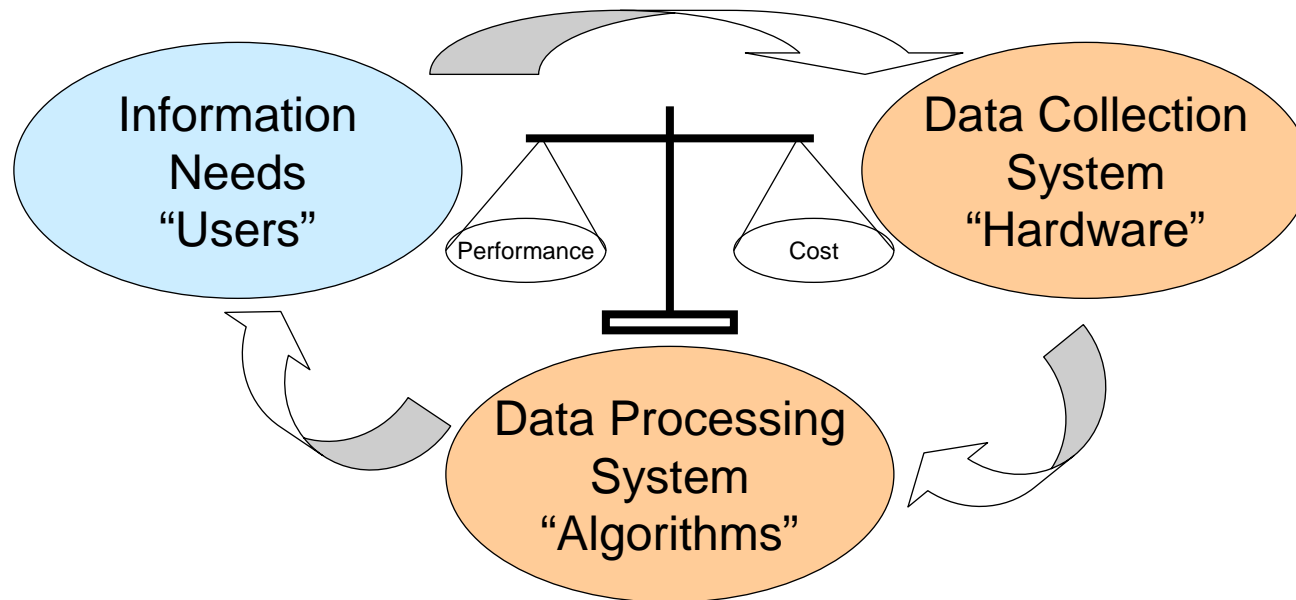
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Advanced Engineering and Sciences Division

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# A Virtual Prototyping System Supports All Phases of the Product Development Cycle



# Integration of Hardware Models and Algorithms within a Virtual Prototyping System Enables Optimal System Development

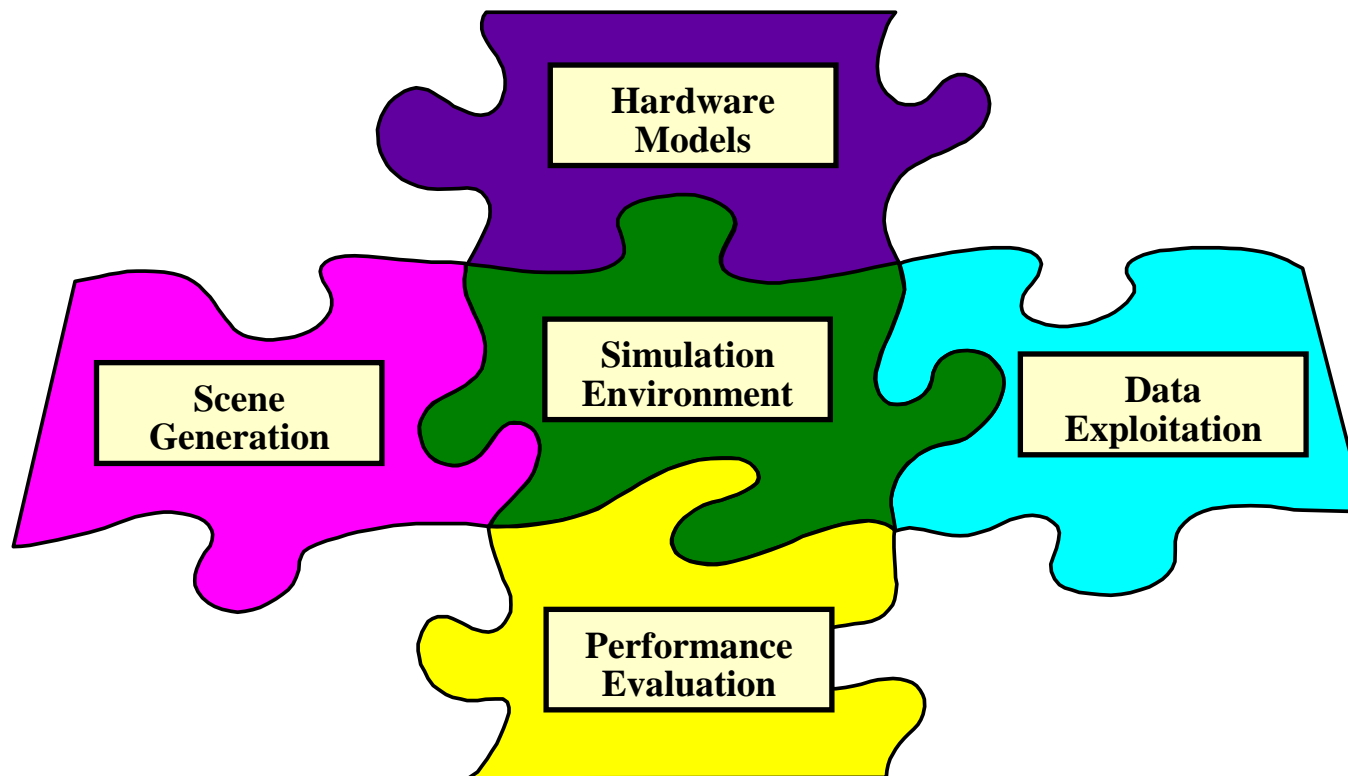


**Effective Development and Use of an Integrated System Performance Testbed is the Only Method to Ensure Optimal System Development**

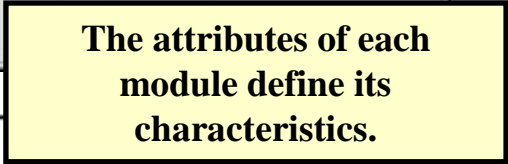
- Enables Information Product Driven Development
- Facilitates Early Selection of Optimal Approach
- Facilitates in Quickly Lowering Program Risk and Cost

# SPEED: A Virtual Prototyping System Consisting of Four Capabilities Integrated into a System Environment

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**Each Capability Must be Addressed and Understood To Allow the Complete Evaluation of the End-to-End Performance of a Sensing System**



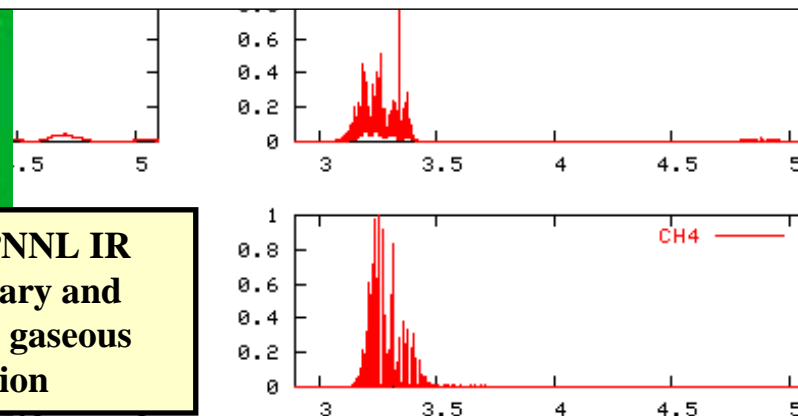
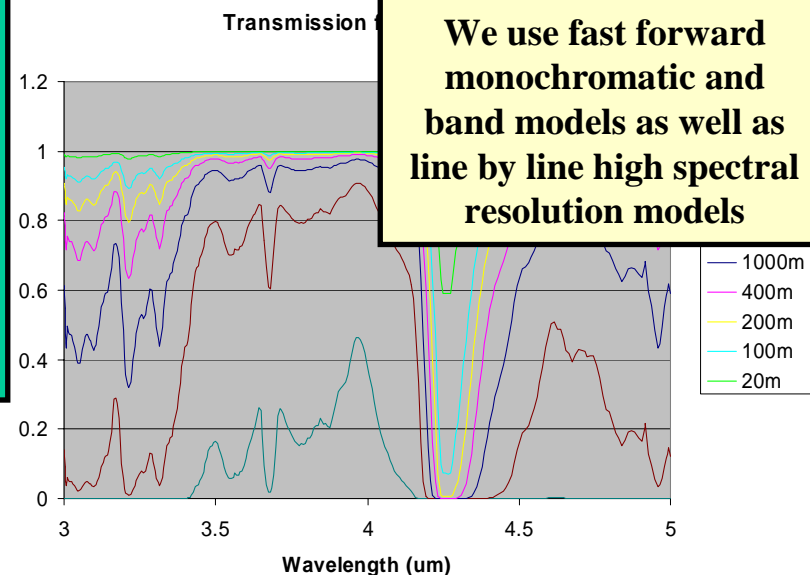
# Scene Generation: Physics-based Environmental Modeling

**Our collection of radiance modeling tools provide the capability to produce accurate, high spectral and spatial resolution simulated radiance datasets**

**We use a variety of environmental scene models and databases**

**We use the PNNL IR spectral library and HITRAN for gaseous absorption**

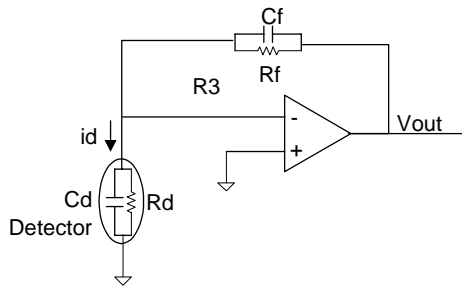
**We use fast forward monochromatic and band models as well as line by line high spectral resolution models**



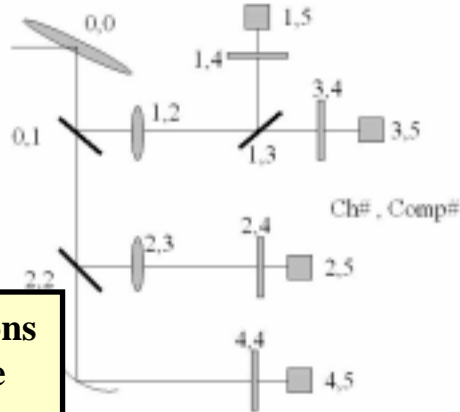
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# Hardware Modeling: Performance Estimation from Initial Concept to Operations

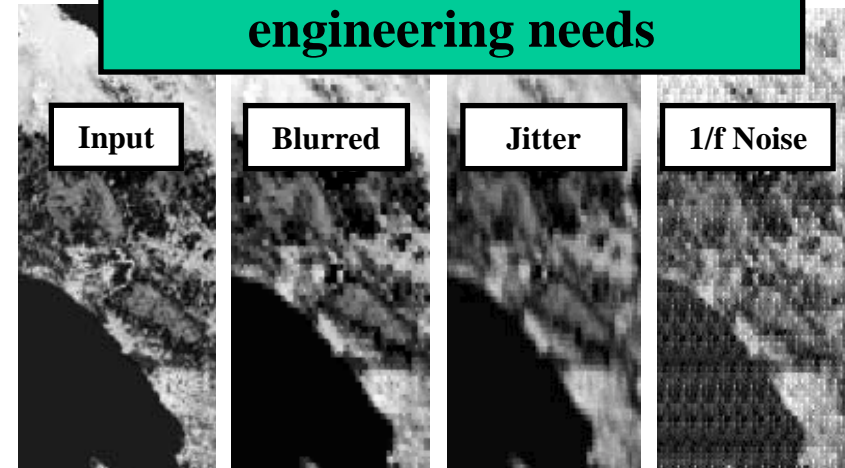
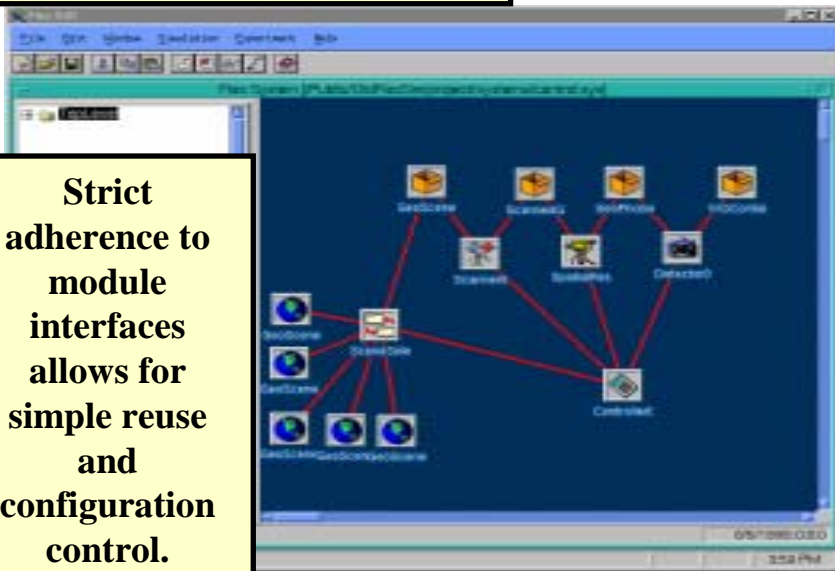


Interface to detailed descriptions of subsystem modules ensure fidelity at the system level.



Our sensor models evolve as our design matures in order to provide the most accurate representation of sensor performance needed to support changing system engineering needs

Strict adherence to module interfaces allows for simple reuse and configuration control.



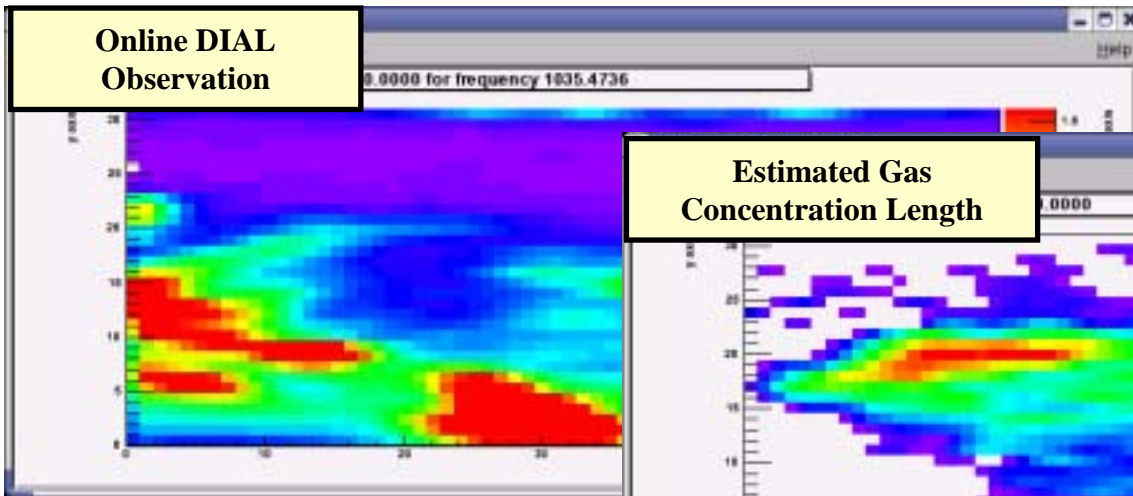
The modular design of our sensor models allow for “test points” throughout the system.

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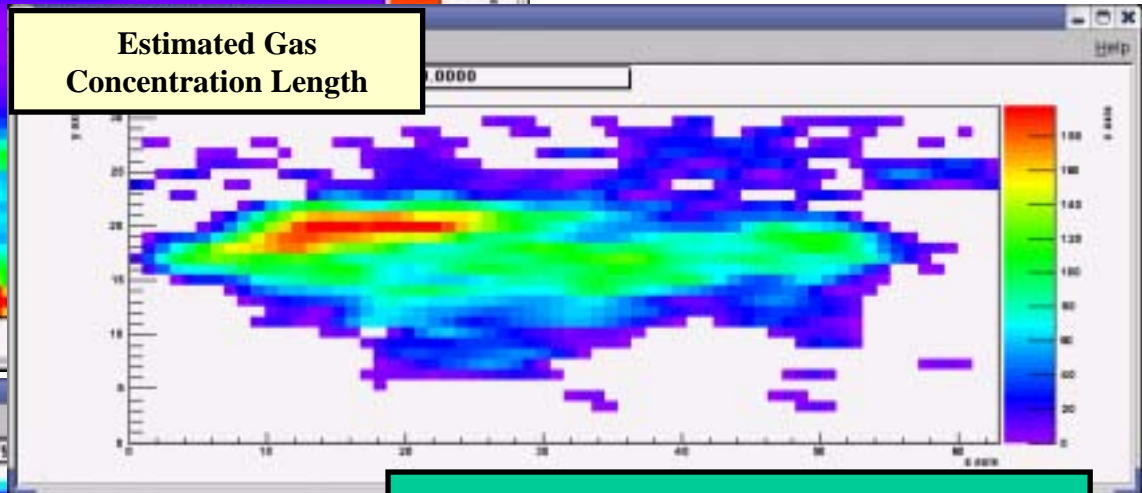


# Data Exploitation: Extracting Useful Information from the Data

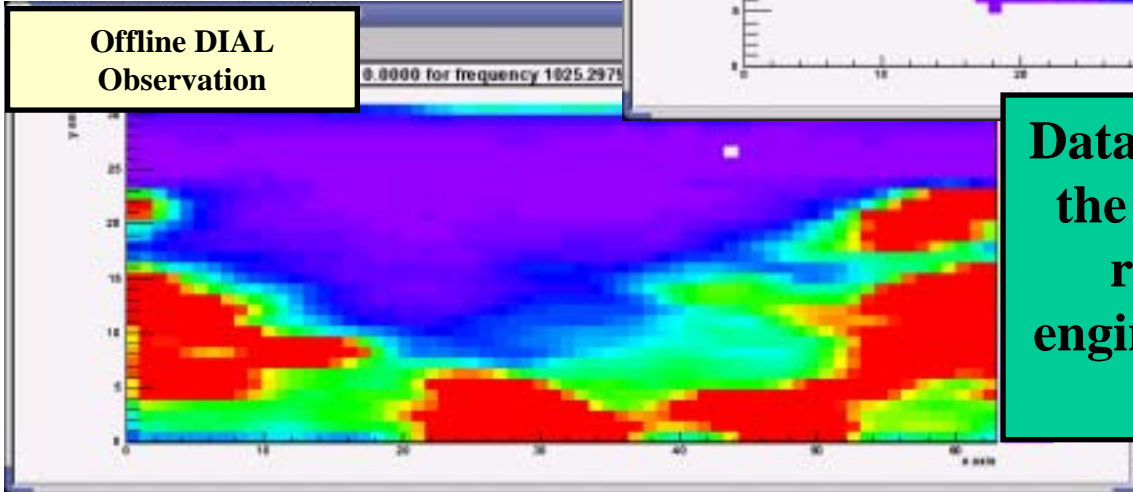
Online DIAL  
Observation



Estimated Gas  
Concentration Length

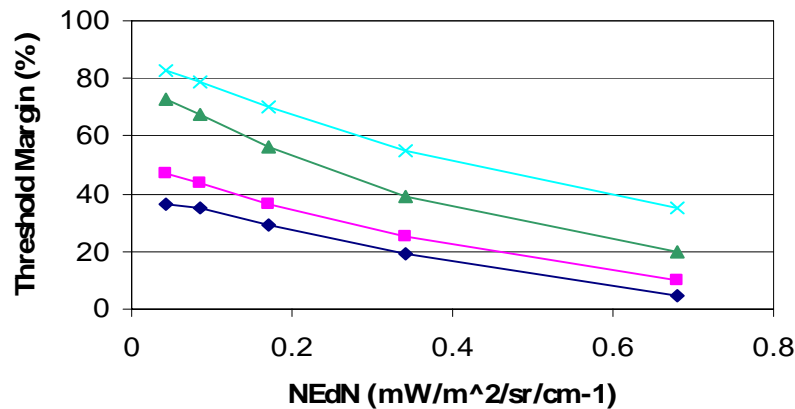


Offline DIAL  
Observation

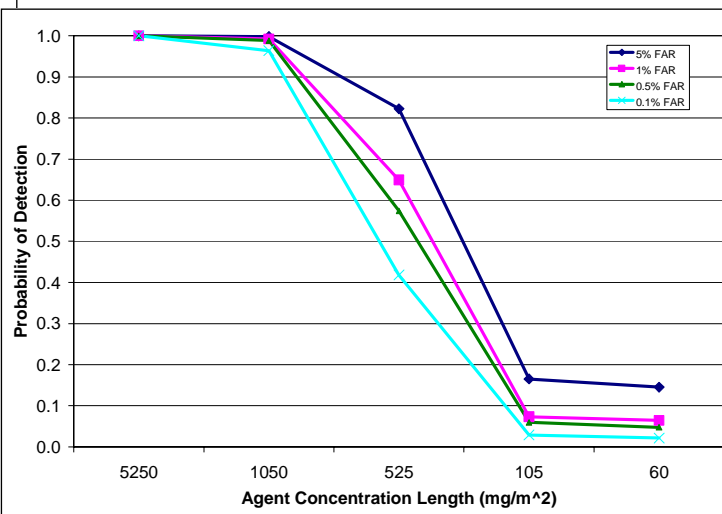


Data product algorithms are the “bridge” between user requirements and the engineering specifications of the data source

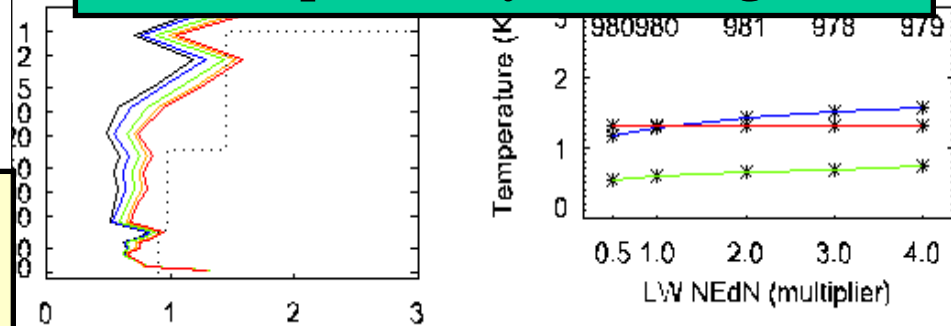
# Performance Analysis and Evaluation: Closing the Loop to Lead to Improved Systems



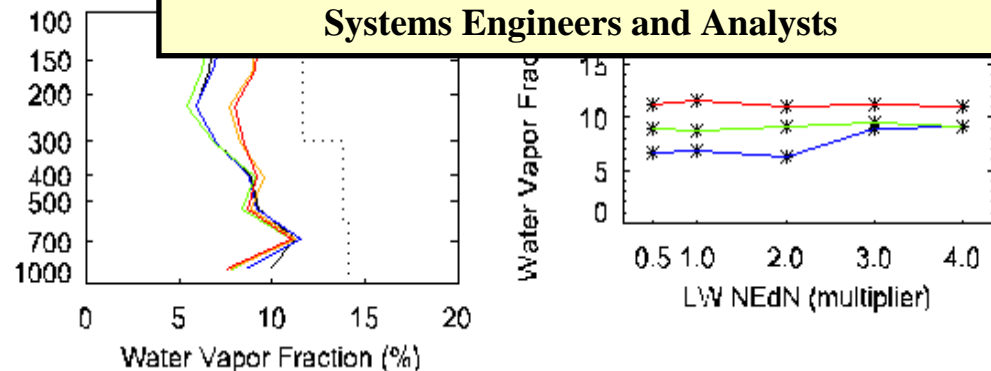
**Hardware and Cost Requirements/Constraints are Linked to System Performance Through Parametric Curves.**



**Detailed evaluation of system simulation and test results provide the information feedback necessary to optimize system design**



**Easy to Use Tools Allow Real-Time Analysis by Systems Engineers and Analysts**



**Virtual Prototyping with SPEED**

# SPEED System Development Architecture is Grounded in Object-Oriented Design

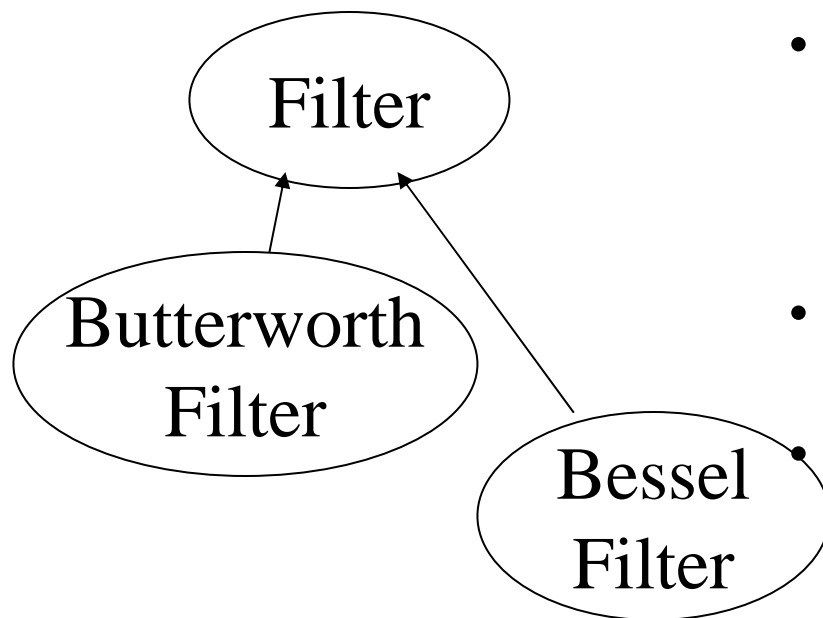
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- CSF, being based on C++, is intrinsically object-oriented.
- Object-oriented programming represents a different paradigm from conventional function programming.
- Object-oriented architectures are meant to do the following:
  - Mimic the way a systems engineer may draw a block diagram of a system.
  - Mimic the way the physical phenomena occur within the system.
- Object-oriented architectures encapsulate functionality. Interfaces between modules require strict definition.
- The method that a module uses to perform a task is not important; it is only important the inputs and outputs of the task be well-defined.
- An object-oriented module is called a class.

# SPEED Supports Code Reuse Through its Hierarchical Architecture and Inheritance

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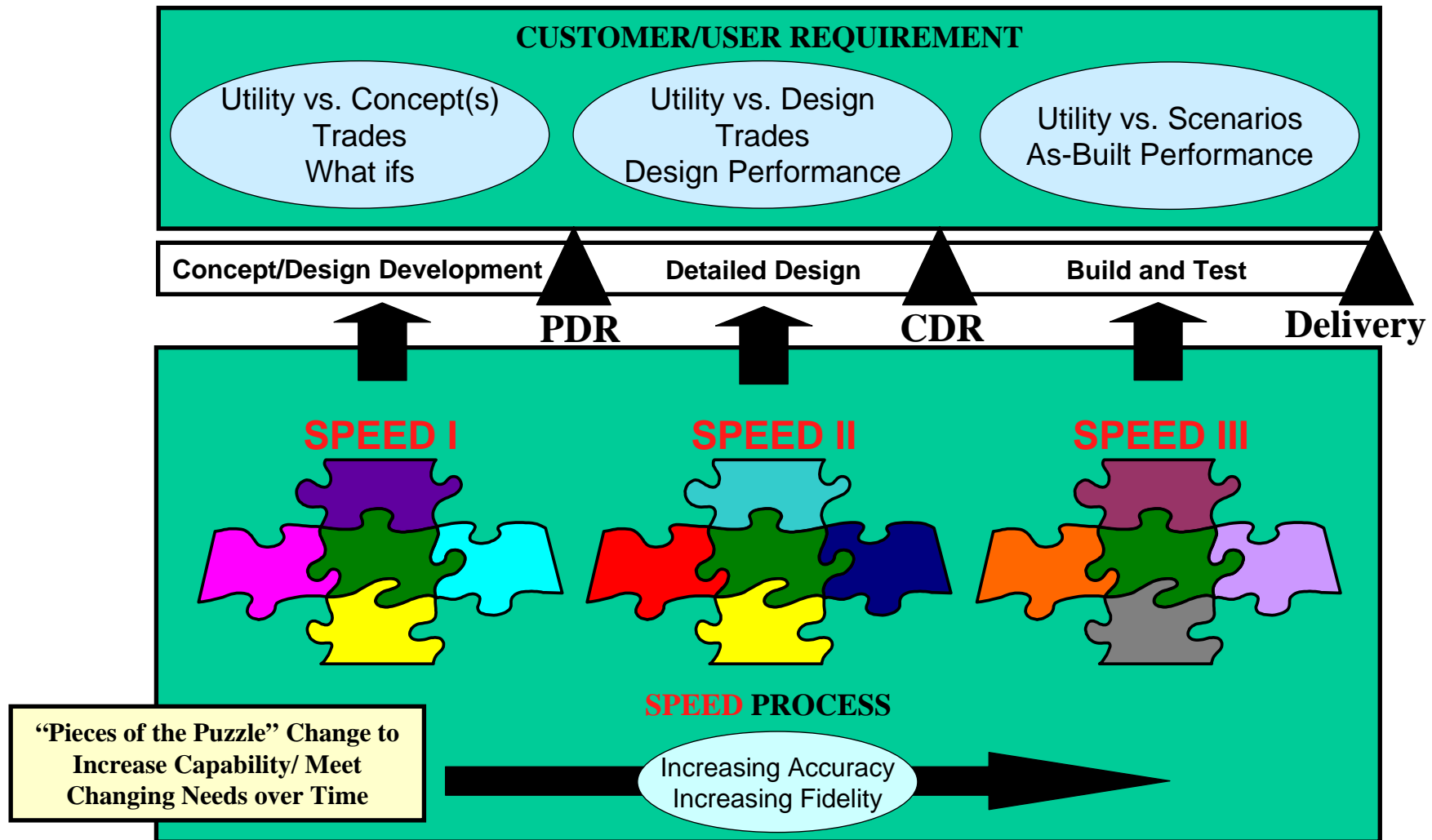
- A hierarchical architecture, in the object-oriented sense, allows one to reuse code by allowing new modules to inherit the behaviors of high level modules.



A Booch diagram for Filters

- For example, a filter has essentially the same code, no matter what type the filter is, except that the parameters may vary slightly, and the impulse response function will vary.
- A generic filter can be defined with these generic behaviors.
- A Butterworth or Bessel filter can then be made by overriding the impulse response function and adding a couple of new parameters; thus, the specialized filters inherit their general behavior from a base class.

# SPEED Evolves and Matures With the Program to Best Support Program/Design Decisions



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# SPEED Can Integrate Multiple Execution Models Within Single Systems

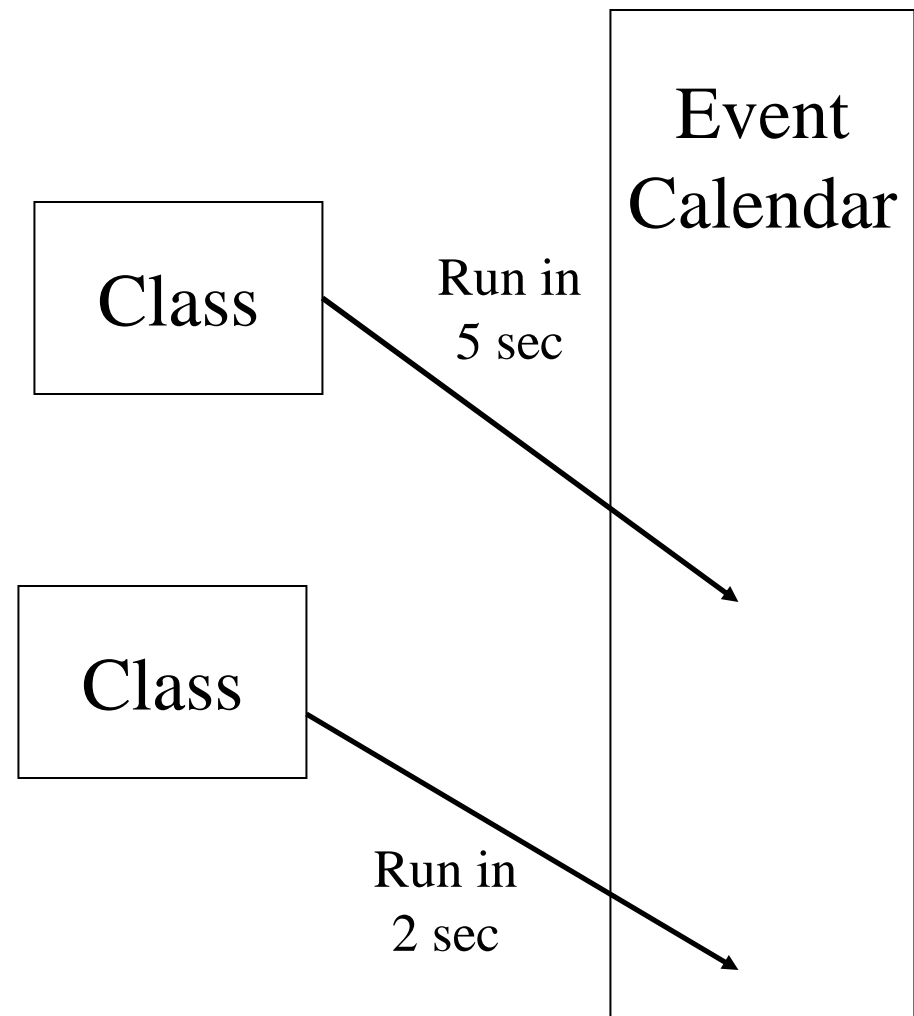
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- The execution model is the part of a simulation or model which dictates in what order simulation modules are run. This is an important task in object-oriented code.
- An event-based execution model allows execution of modules in order given by a global event calendar. Individual class instantiations (objects) are responsible for scheduling themselves to run at the appropriate times on the event calendar.
  - An event-based execution model is similar to that used in SPICE, where a global time variable keys each component how to respond.
- A subject-observer model uses an intermediate container class to collect data and notify other classes when the data has been updated.
  - Subject-observer architecture is similar to that supported in Khoros Cantata for digital image processing. Data flows from one process to the next.

# Event-based Execution is Driven By Simulation Time and Priority Scheduled on the Event Calendar

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- A global event calendar is kept with all modules and when to execute them.
- A class will schedule when it needs to run on startup of the simulation.
- The class can then schedule itself to run again as needed.
- This behavior is indicative of components which have a time constant or rate of response, such as electronic components.



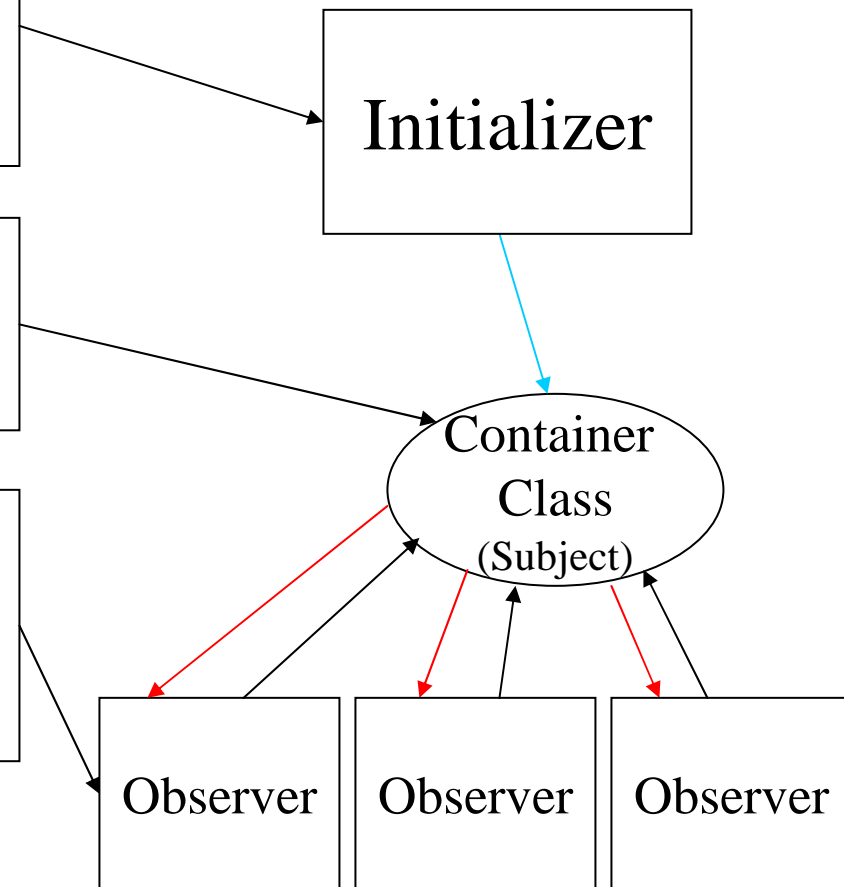


# Subject-Observer Execution is an Implementation of a Query/Update Model

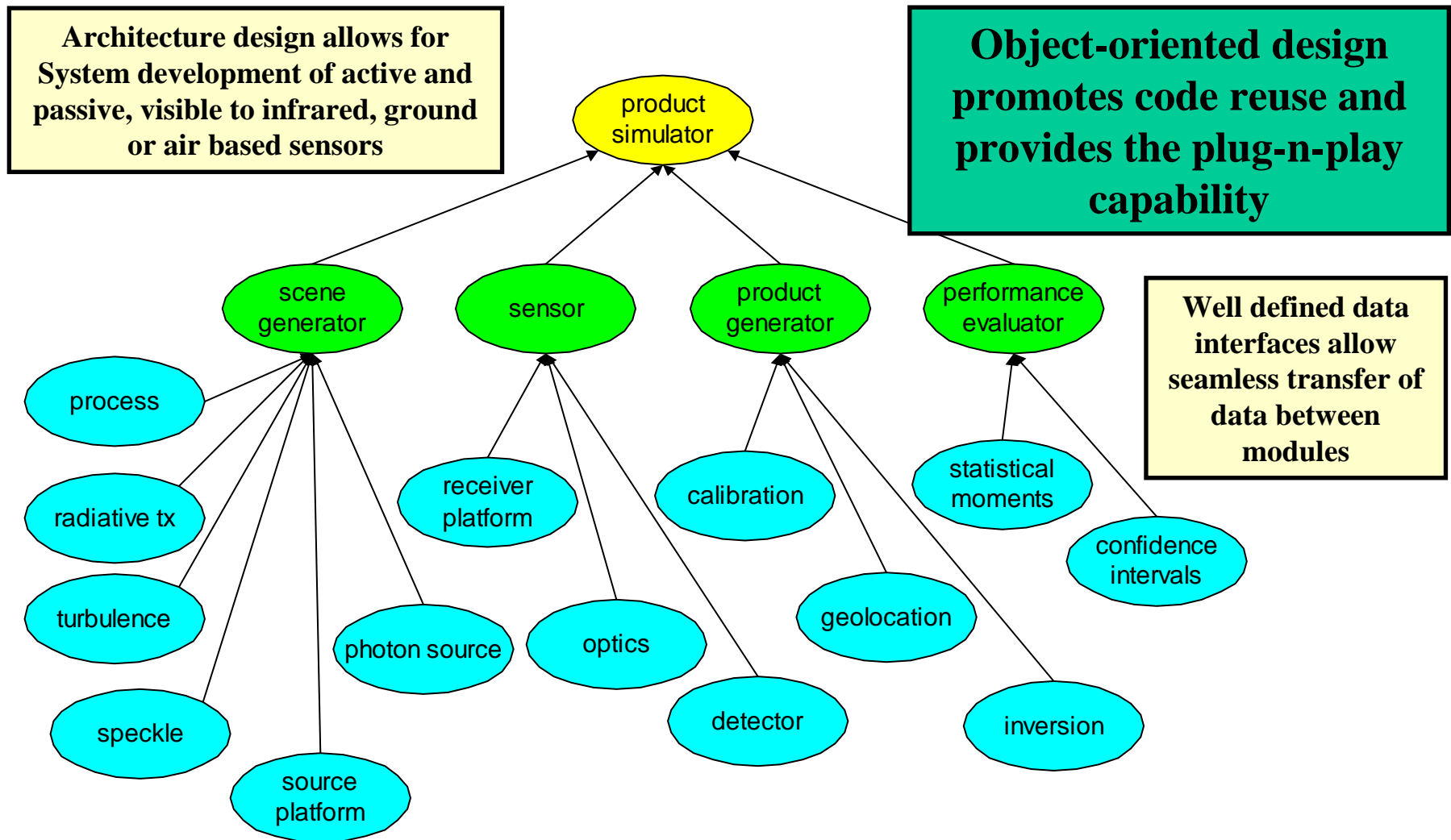
- A class which executes on start-up, an initializer, dumps output information into a container class.

- The container class then notifies all of its observers that new data is available

- The observers can then query to see if the available data is needed and request it if so desired.



# CASE 2: Remote Sensing Product Simulator - A Realization of SPEED

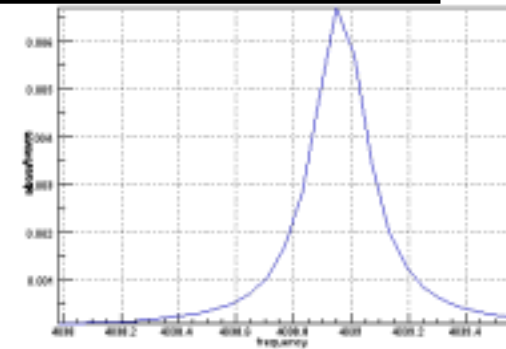


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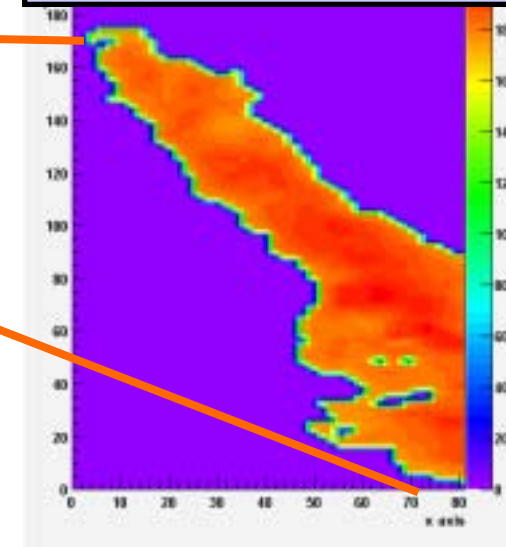
# Differential Absorption LIDAR Simulation

Simulation of HF effluent plume at  $4039\text{ cm}^{-1}$

gas absorption



gas concen-length

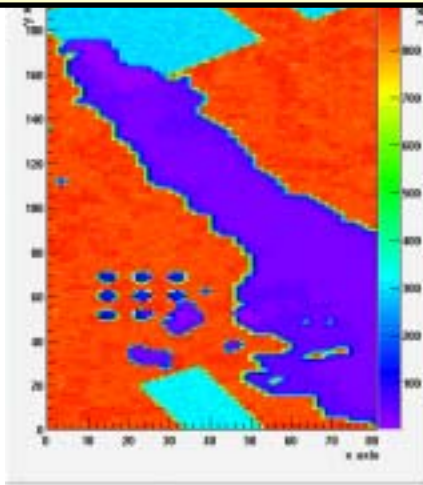


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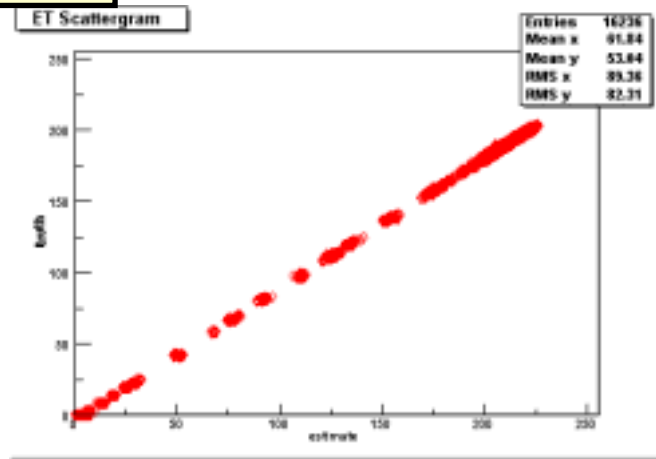
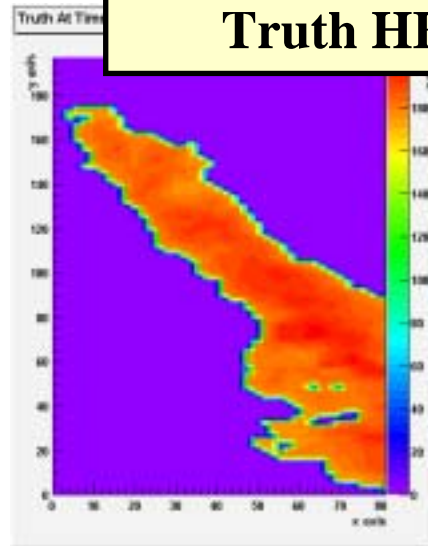
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# Retrieval of HF Concentration Length using DIAL

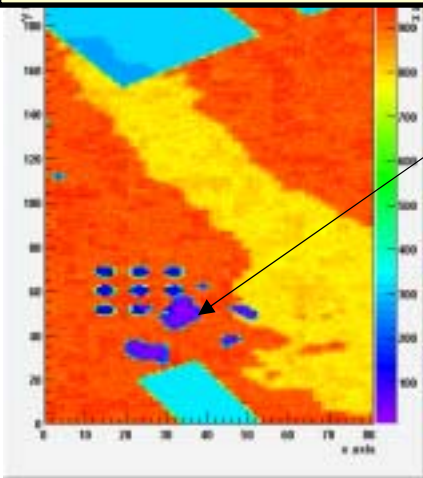
**Online Return**



**Truth HF**

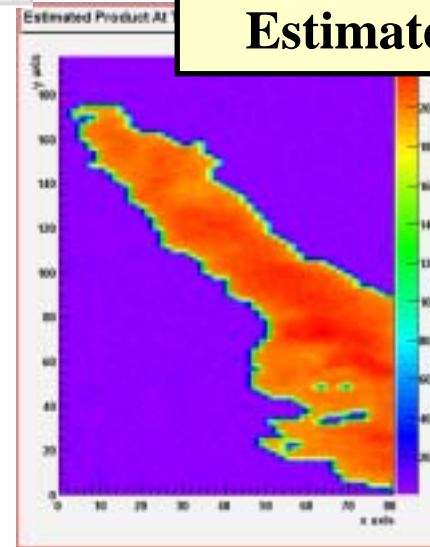


**Offline Return**



**Water clouds**

**Estimated HF**



Virtual Prototyping with SPEED